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# M.A.C.E. JOURNAL

*"Devoted Exclusively To The Atari Computer User"*



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## V.P. ON THE XL

By Wallace Duvall

What could be better than an Atari 800 with 48 K? How 'bout an Atari 800XL with 64K, 15 graphics modes, monitor port, serial expansion port, international character set, special HELP key, soft touch keyboard, built in basic, half the size and half the price? Sound to good to be true? Your right. It's not quite half the size. Jump back, 800 'cuz little brother is X-L-ent!

Atari, those wizards of silicon valley, (nevermind wall street) have done it again. The new ATARI 800XL computer gets an A+ in my book. Only Atari could take a good thing, make it better and sell it for less. (who needs profits anyway?)

Let's get down to the nitty-gritty. Just what is it that makes an Atari 800XL so much better than my old Atari 800? Read on!

The 800XL comes with 64K installed. (thrills right?) 64K doesn't do us basic programmers much good, there is still only 37K available, but it's nice to know it's there. Machine language programmers will be pleased.

The new keyboard has a marvelous touch. It feels almost like a (gulp!) Commodore, only nicer. Better yet, that stupid clicking noise can be turned off with a simple POKE command. (POKE 731,255) Another POKE command (POKE 756,204) accesses the international character set. This will help you to type letters in German, Swahili, or some other ridiculous language. Another wonderful addition to the 800XL keyboard is the famous HELP key. This little button will lecture on drug abuse, balance your checkbook, and even fix a flat tire!(I wish!) Atari loves to brag about it, but it's just another console button. Now instead of 4, we have 5 console buttons.

POKE 732,17 = HELP key pressed  
POKE 732,81 = shift/HELP  
POKE 732,145= ctrl/HELP

I am not an expert on graphics, but as near as I can figure they added graphics 12,13,14 and 15. The new graphics modes are just old

graphics modes that have been beefed up. One has more rows, one has more columns, one has more colors, etc... More variety is always an improvement. Just think, a \$1500 Apple only has 2 graphics modes!

A monitor jack was added for those of us who have one and a serial expansion port was also added for future expansion from Atari. Rumor had it that this will drive a printer - sorry. The new 800XL has only 2 joystick ports, but I have trouble working 4 joysticks at once anyway, 2 is plenty.

800XL computers have built in basic which eliminates the need to buy the cartridge. (save \$45.00) Basic can be bypassed by pressing the OPTION key during boot up. Another built in goodie is the 3 self help tests which replace that useless memo pad mode. These tests will test memory (RAM & ROM), keyboard, and sound registers. They can be quite handy if problems arise. Hint... the owners manual doesn't state this, but the computer must be booted without basic (see above) in order to test all 64K RAM. Some other built in do-dads are fine scrolling, key repeat speed, console speaker eliminated and rechanneled through monitor or tv speaker, and a few more less important features.

Now the all important question, "Will it run all Atari compatible software?". The answer is NO. There are some third party programs that will not run on the new XL computers. Wait! Wait! It's not as bad as it sounds. In fact, I have found very little that will not run properly on my 800XL. I believe Atari says 90% of the available software will work just fine. (anything made by Atari will run) There is help just around the corner at your local computer store or direct from Atari. Ta-Da TRANSLATOR to the rescue (oooooh!). Yes, the Translator, available on disk and cassette will enable your super duper XL computer to run virtually all Atari compatible software. The cost? Less than \$10.00.

I've made a few jokes (at least I tried), but I am really impressed with the performance of the 800XL. And I can turn off that !@%!# key click! If you're thinking of purchasing a new XL computer or you already own one and you have any questions, feel free to call me. Im on the back cover of the MACE Journal and I'll be glad to help if I can. Thumbs up, Atari!



## PRESIDENTIAL RAMBLINGS

by Mike Lechkun

"Welcome to Sam's Software. What is it I can help you with today," the polite young salesperson inquired.

"I'm looking for a good word processing program to use with my Atari and . . ."

"Well let me show you our great games selection. I just got a new one called Sonic Shootemup, and over here is one called . . ."

Pushed aside again. Has something like this ever happened to you? You know. The minute the word ATARI is spoken, the mind goes immediately to "the game machine" label. To a degree, that is somewhat allowable. There are truly some great games for the ATARI, and it is a great graphics machine. But owning an ATARI like I do, you know the full capabilities of this machine. So how do we 400/800/XL owners get around the stigma of "the games machine"?

In a recent ANTIC magazine editorial, James Capparell, editor in chief, proposed the title of our machine as the "Atari PC". The letters P-C have come to be known for computers and not toys (PC in fact stands for Personal Computer). And why shouldn't we refer to our machines as PC's? While not as complex, and loaded with whistles & bells like an I. B. You-know-what, the ATARI PC will do most anything the current field of home computers will do. And, by Antic's count, with over a million Atari PC owners out there, shouldn't we "start recognizing our machine for what it is, the very best personal computer you can get for less than \$1,000"?

That ends one tirade, so on to another! By the time you read this, we are now well under way trying to get more TARICON '84 support. You all were very helpful in your calls to the manufacturers 800 numbers published in a recent MACE JOURNAL. We hope to get more numbers published for you to do the same in either this JOURNAL, or a future issue. If phone calling isn't your thing (or even if it is), volunteer to serve during the convention. You won't regret it!

Next tirade! catch my editorial later in this JOURNAL on the sad state of affairs at HI-RES magazine. Let me know how you think of it, by letters to the MACE JOURNAL editor or on MACE MAIN BBS (I'm always on it!).

Finally, Happy Birthday MACE. As we enter our 5th year, it's easy to look back on where we've been. Just look at the many user groups springing up nationally and internationally. They are now where we once were. They also look to MACE as well as many of our sister groups as goals they may someday attain. Being looked up to is a honor, and being a progressive, dynamic group is a goal we should strive for. Not only because of those looking up to us, but for our own sakes. If we are not serving your interests in the way you think we should, by all means let us know. Our officers are happy to receive your input, so don't be shy. Let 'em know, good or bad. Let's make our next four years as successful as our first four!

See you next month at the swap meet! Be sure to bring all your goodies to sell. Keep in mind that all software should be on original media and be accompanied by original documentation. We've done our best to live down a reputation that a lot of computer user's groups have earned: a pirating group. And we intend to keep it that way! Good luck in your sales!

## COMING ATTRactions June 11th. Meeting

Here's the tentative schedule of topics for the June meeting. Please note that this meeting is on the \*\*\* 2nd, MONDAY OF THE MONTH \*\*\*.

- Business meeting
- TARICON '84 info
- Misc. software demos
- Break
- M.A.C.E. SWAP NITE!

Tom Sturza  
Program Coordinator

# AWPRO: AtariWriter Printer Driver for the C.Itoh Prowriter and NEC 8023

By John Navas III

## GETTING STARTED:

AWPRO is an assembler program which produces a binary object file. Once it is assembled, it can be renamed using DOS to AUTORUN.SYS on disk(s) used to boot AtariWriter. It can also be combined with AWDISK (elsewhere in this issue) Then just choose the Atari 825 ("2" on the AtariWriter printer selection menu) to get the proper codes for the Prowriter, including underlining, elongated (double width) characters, subscripts, superscripts, half-line spacing, and proportional font, even with both margins justified and two-column printing! The only things that may require some adjustment are your margin settings.

The assembler source code can be modified and assembled with the Atari Assembler Editor Cartridge. If you have a different assembler, you may have to convert the source statements before you can use it.

## THEORY OF OPERATION:

AWPRO installs itself as if it were a standard printer handler, "upstream" of whatever printer handler is actually driving the printer. It is self-relocating, so it places itself at MEMLO and resets MEMLO to the first available location above itself, as per standard Atari conventions. This should make it compatible with most DOS programs while leaving AtariWriter as much memory as possible for your file. Note that it does NOT trap the DOSINI vector, so it will be removed if SYSTEM RESET is pressed.

AWPRO monitors characters being sent from AtariWriter to the printer (incoming characters). Normally these incoming characters are simply sent along to the the real "downstream" printer handler (outgoing characters). However, if the incoming characters are a control sequence for the Atari 825 printer (note the test in AWPRO.SRC lines 241-243), the equivalent

control characters for the Prowriter are substituted as outgoing characters:

FUNCTION	ATARI 825	PROWRITER
Start Underline	SI	ESC X
Stop Underline	SO	ESC Y
Start Elongated	ESC SO	SO
Stop Elongated	ESC SI	SI
Proportional	ESC DC1	ESC P
10 c.p.i.	ESC DC3	ESC N
16/17 c.p.i.*	ESC DC4	ESC E
Incr Dot Space (Binary/ASCII*)	ESC 1-6	ESC 1-6
1/2 line reverse (Incremental Printing)	ESC RS	ESC [
ESC r - Reverse Line Feeding		
LF - Line Feed		
ESC f - Forward Line Feeding		
ESC J - Logic Seek Printing		
1/2 Fwd Feed (Incremental Printing)	ESC FS	ESC [
LF - Line Feed		
ESC J - Logic Seek Printing		

\* Since I prefer 12 c.p.i. to 16/17 c.p.i., I used the 12 c.p.i. Prowriter control code "ESC E". This means you will have to play around with your margin settings to get proper formatting at 12 c.p.i. (If you prefer 17 c.p.i. to 12 c.p.i., use PROBJ [available in XA5] to zap location \$3819 from \$C5 to \$D1. For those modifying AWPRO.SRC, the 16/17 c.p.i. Prowriter code "ESC Q" can be substituted by changing line 204.)

\*\* For the Atari 825, "1-6" is a BINARY number giving the number of "dot spaces" to move the printhead in proportional font mode; for the Prowriter, the corresponding "1-6" is an ASCII number. (Dot spacing is used to justify both margins. Even though the Prowriter has different proportional character widths than the Atari 825, the results come out almost perfect, although you will need to adjust the margins to accomodate the differences.)

In addition, a setup sequence is performed during OPEN (note the test for the Atari 825 in AWPRO.SRC lines 229-231) and a restore sequence is performed during CLOSE (note lines 337-339):

OPEN:	FUNCTION	PROWRITER CODE
	Reset Left Margin	ESC L 0 0 0
	Clear Print Buffer	CAN
	Clear VFU*	GS RS
	Logic Seek Printing	ESC J
	Bi-directional	ESC <
	12 Lines Per Inch**	ESC T 1 2
	Forward Feed	ESC f
	ASCII Char. Set	ESC \$

CLOSE:	FUNCTION	PROWRITER CODE
	10 c.p.i	ESC N
	Stop Underline	ESC Y
	Stop Elongated	SI
	Stop Boldface	ESC "
	Clear Print Buffer	CAN
	Clear VFU*	GS RS
	6 Lines Per Inch	ESC A

\* Vertical Forms control Unit.  
 \*\* 1/2 line spacing

#### MODIFICATIONS:

The following steps should get you started on modifying AWPRO.SRC for use with printers other than the Prowriter:

1. If you want to convert codes from an Atari printer other than the Atari 825, change lines 230, 242 and 338 to reflect your choice from the AtariWriter printer selection menu. Note that you must use the **BINARY NUMBER** of your choice, **NOT** the ASCII character!

2. AWPRO expects most incoming printer control codes to be ESC followed by a single character (see exceptions below). AWPRO is set up so that the incoming character following the ESC can be looked up in a conversion table. The first ESC sequence entry in the table follows the label CVES (line 200); CVEN (line 211) marks the end of the table.

3. Each entry in the table consists of the incoming character to be looked up (such as lines 203 and 205) followed by one or more outgoing Prowriter control characters, **WHICH APPEAR IN REVERSE ORDER** (i.e., the **FIRST** character will be sent **LAST**). The last outgoing character in the entry (actually the first to be sent) has bit 7 "on" (e.g., note the "+128" in line 204). AWPRO usually sends an

initial ESC before it sends the first outgoing character from the table entry (see exception below), so the last Prowriter character in the table entry (the one with the "+128", the first to be sent) **MUST** be a valid ESC sequence character.

4. The Atari 825 codes for start and stop underlining (SI and SO) are not ESC sequence codes. Hence, there is special logic for these codes at lines 255-258 and 277-278, and an initial special section of the conversion table starting with label CVTB (line 195) and ending with label CVES (line 200).

5. The Prowriter codes for start and stop elongated (double width) printing are not ESC sequences; in fact, they are the same as the Atari 825 codes **WITHOUT** the ESC! Hence, this conversion is not performed through the table but simply with special logic at lines 282-285.

6. Incremental "dot space" commands for the Atari 825 and the Prowriter are quite similar: the 825 uses ESC followed by a binary number and the Prowriter uses ESC followed by an ASCII number. The logic at lines 300-303 makes this conversion.

7. Since the Prowriter is set up during OPEN initialization for 1/2-line feeding (12 lines per inch), each incoming EOL must be converted into **TWO** outgoing CR characters (note line 266).

8. "ESC LF" identifies a control line for the Atari 825 which must be deleted for the Prowriter. Note the tests at lines 280-281 and 262-264, and the logic in lines 268-275.

9. The OPEN initialization sequence at label OSTR (lines 212-214) and the CLOSE restore sequence at label BUTT (lines 215-216) are in conversion table format, **EXCEPT** that there is **NO INCOMING LOOKUP CHARACTER** in the entry.

10. The relocating loader uses a table of address pointers (lines 453-455) to relocate addresses in AWPRO. If addresses which need relocation are added to or deleted from AWPRO, this table must be adjusted accordingly. The table entry points to the **FIRST** byte of the **ADDRESS** to be relocated (in 6502 low-high format).

```

0101 .TITLE "ATARIWRITER DRIVER FOR
PROWRITER"
0102 .PAGE "EQUATES"
0103 .TAB 12,16,20
0104 ;AWPRO 1.3 (C)1984 JOHN NAVAS II
0105 ;
0106 ;AUTORUN.SYS FILE WHICH CONVERTS
ATARI 825 CODES TO
0107 ;C.ITOH 8510A PROWRITER / NEC 8023
CODES.
0108 ;
0109 ICBALZ = $24
0110 ICBAHZ = $25
0111 ;
0112 ;ASCII CHAR CODES:
0113 HT = 9 ;HORZ TAB
0114 LF = 10 ;LINE FEED
0115 CR = 13 ;CARRIAGE RTRN
0116 SO = 14
0117 SI = 15
0118 DC1 = 17
0119 DC2 = 18
0120 DC3 = 19
0121 DC4 = 20
0122 CAN = 24
0123 ESC = 27 ;ESCAPE
0124 FS = 28
0125 GS = 29
0126 RS = 30
0127 DEL = 127 ;DEL/RUB
0128 ;
0129 ;ATASCII CHAR CODES:
0130 CRSUP = 28 ;CRSR UP
0131 CRSDN = 29 ;CRSR DOWN
0132 CRSLF = 30 ;CRSR LEFT
0133 CRSRT = 31 ;CRSR RIGHT
0134 CLRSCN = 125 ;CLEAR SCREEN
0135 BACKS = 126 ;BACK SPACE
0136 TAB = 127 ;TAB
0137 EOL = 155 ;END OF LINE
0138 DELINE = 156 ;DELETE LINE
0139 BUZZER = 253 ;BUZZER
0140 ;
0141 RUNAD = $2E0 ;RUN VECTOR
0142 INITAD = $2E2 ;INIT VECTOR
0143 MEMLO = $2E7 ;start of user memory
0144 ;
0145 HATABS = $31A ;DEVICE TABLE
0146 MAXDEV = 33 ;MAXIMUM DEVICES
0147 ;
0148 ICCOM = $342 ;IOCB COMMAND
0149 OPEN = 3 ;OPEN
0150 GETREC = 5 ;GET RECORD
0151 GETCHR = 7 ;GET CHAR(S)
0152 PUTREC = 9 ;PUT RECORD

```

```

0153 PUTCHR = $B ;PUT CHAR(S)
0154 CLOSE = $C ;CLOSE
0155 STATIS = $D ;STATUS
0156 SPECIL = $E ;SPECIAL
0157 ICSTA = $343 ;STATUS
0158 SUCCES = 1 ;SUCCESSFUL STATUS
0159 BRKABT = $80 ;BREAK KEY ABORT
0160 TIMOUT = $8A ;TIMEOUT STATUS
0161 DERROR = $90 ;ERROR STATUS
0162 FNCNOT = $92 ;FUNC NOT IMP
0163 APPEND = $1 ;WRITE APPEND
0164 DIRECT = $2 ;DIRECTORY
0165 OPNIN = $4 ;INPUT
0166 OPNOT = $8 ;OUTPUT
0167 OPNINO = OPNIN+OPNOT
;INPUT&OUTPUT
0168 MXDMOD = $10 ;MIXED MODE
0169 INSCLR = $20 ;OPEN W/O CLEAR
0170 ;
0171 *= $3800
0172 ;
0173 .PAGE "PROWRITER DRIVER"
0174 YBAS = *
0175 ;O.S. PRINTER TABLE
0176 OTAB *= **2 ;OPEN
0177 *= **2 ;CLOSE
0178 *= **2 ;READ
0179 *= **2 ;WRITE
0180 ;(STATUS/SPECIAL/INITIALIZE NOT
NEEDED)
0181 YSET = *-1-OTAB
0182 ;NEW PRINT HANDLER TABLE:
0183 HTAB .WORD OPAN-1 ;OPEN
0184 RC01 = *-2
0185 .WORD CLOS-1 ;CLOSE
0186 RC02 = *-2
0187 .WORD 0 ;READ
0188 .WORD WRIT-1 ;WRITE
0189 RC03 = *-2
0190 ;(STATUS/SPECIAL/INITIALIZE NOT
NEEDED)
0191 ;
0192 ;DATA AREA:
0193 ESCF .BYTE 0 ;BIT7=1 HAD ESCAPE
0194 FUNY .BYTE 0 ;BIT7=1 SUPPRESS LINE
0195 CVTB = * ;CONVERSION TABLE
0196 .BYTE SI
0197 .BYTE 'X+128 ;UNDLN
0198 .BYTE SO
0199 .BYTE 'Y+128 ;NO UNDLN
0200 CVES = * ;ESC TABLE ENTRY
0201 .BYTE DC3
0202 .BYTE 'N+128 ;10 CPI
0203 .BYTE DC4
0204 .BYTE 'E+128 ;12 CPI (16 STD)
0205 .BYTE DC1

```

```

0206 .BYTE 'P+128 ;PS
0207 .BYTE RS,'I,ESC,'f,ESC,LF,'r,ESC
0208 .BYTE 'I+128 ;1/2 REV
0209 .BYTE FS,'I,ESC,LF
0210 .BYTE 'I+128 ;1/2 FWD
0211 CVEN = * ;END OF TABLE
0212 OSTR .BYTE '$,ESC,'f,ESC,"21T",ESC
0213 .BYTE '<,ESC,'I,ESC,RS,GS,CAN
0214 .BYTE "000",'L+128 ;PRINTER SETUP
0 2 1 5 B U T T . B Y T E
'A,ESC,RS,GS,CAN,'" ,ESC,SI,'Y,ESC
0216 .BYTE 'N+128 ;PRINTER RESET
0217 ;
0218 ;OPEN:
0219 OPAN LDY #0
0220 JSR GOOS ;O.S. OPEN
0221 RC04 = *-2
0222 LDX ESCF ;RESTORE X
0223 RC05 = *-2
0224 TYA ;COND CODE
0225 BPL OPA2 ;O.K.
0226 OPA1 TYA ;COND CODE
0227 RTS ;ERROR RETURN
0228 ;
0229 OPA2 LDA $6D0 ;PRINTER
0230 CMP #2 ;PROWRITER?
0231 BNE OPA1 ;NO
0232 LDY #OSTR-1-CVTB ;INIT
0233 BNE PINS ;PRINTER
0234 ;
0235 ;WRITE A BYTE:
0236 WRIT TAY ;SAVE CHAR
0237 LDA #$80 ;SET END
0238 PHA
0239 TYA ;RESTORE CHAR
0240 ;
0241 LDY $6D0 ;PRINTER
0242 CPY #2 ;PROWRITER?
0243 BNE BUSY ;NO, OUTPUT
0244 ;
0245 BIT ESCF ;PRIOR ESC?
0246 RC06 = *-2
0247 BMI TSFB ;YES
0248 CMP #ESC ;THIS ESC?
0249 BNE NESC ;NO
0250 PLA ;CLEAR STACK
0251 STA ESCF ;SET FLAG
0252 RC07 = *-2
0253 BNE STAT ;EXIT
0254 ;
0255 NESC CMP #SI ;SI?
0256 BEQ CHKN ;YES
0257 CMP #SO ;SO?
0258 BEQ CHKN ;YES
0259 ;
0260 CMP #EOL ;EOL?

```

```

0261 BNE BUSY ;NO
0262 BIT FUNY ;BYPASS LINE?
0263 RC08 = *-2
0264 BMI FUNL ;YES
0265 LDA #CR
0266 PHA ;CR/CR
0267 BNE BUSY
0268 FUNL LDA #CAN
0269 STA FUNY ;RESET FLAG
0270 RC09 = *-2
0271 BNE BUSY ;ERASE LINE
0272 SFUN PLA ;PULL END
0273 STA FUNY ;SET FLAG
0274 RC10 = *-2
0275 BNE STAT
0276 ;
0277 CHKN LDY #0 ;SI/SO TABLE INDEX
0278 BEQ SLOP ;GO SEARCH
0279 ;
0280 TSFB CMP #LF
0281 BEQ SFUN ;SUPPRESS LINE
0282 CMP #SI ;ESC-SI?
0283 BEQ BUSY ;STRIP ESC
0284 CMP #SO ;ESC-SO?
0285 BEQ BUSY ;STRIP ESC
0286 ;
0287 LDY #CVES-CVTB ;NORMAL TABLE
0288 SLOP CMP CVTB,Y ;IN TABLE?
0289 RC11 = *-2
0290 BEQ PSTK ;YES
0291 PHA ;SAVE CHAR
0292 ZIPS INY ;GO TO NEXT
0293 LDA CVTB-1,Y ;END OF ENTRY
0294 RC12 = *-2
0295 BPL ZIPS ;NO
0296 PLA ;GET CHAR
0297 CPY #CVEN-CVTB ;END?
0298 BNE SLOP ;NO
0299 ;
0300 CMP #7 ;DOT SPACE?
0301 BCS FPSC ;NO
0302 ORA #'0 ;MAKE INTO ASCII
0303 BNE FPSC ;GO SAVE AND ESC
0304 ;
0305 PINT LDY #BUTT-1-CVTB ;RESET
0306 PINS LDA #$80 ;END-OF-STACK
0307 PHA
0308 PSTK LDA CVTB+1,Y ;GET CONV
0309 RC13 = *-2
0310 BMI FNSH ;END, FINISH
0311 PHA ;PUT ON STACK
0312 INY ;GO TO NEXT
0313 BNE PSTK ;GO GET NEXT
0314 FNSH AND #$7F ;CLEAR FLAG
0315 FPSC PHA ;SAVE ON STACK
0316 LDA #ESC ;SET ESC

```



```

0317 ;
0318 BUSY LDY #6
0319 JSR GOOS ;O.S. WRITE
0320 RC14 = *-2
0321 LDX ESCF ;RESTORE IOCB
0322 RC15 = *-2
0323 TYA ;COND CODE
0324 BMI FLSH ;ERROR
0325 ;
0326 PLA ;NEXT CHAR
0327 BPL BUSY ;NO
0328 ;
0329 STAT LDY #SUCCES ;SUCCESSFUL OP
0330 RTS ;RETURN
0331 ;
0332 FLSH PLA ;GET NEXT CHAR
0333 BPL FLSH ;NOT DONE
0334 RTS ;ERROR RETURN
0335 ;
0336 ;CLOSE:
0337 CLOS LDA $6D0 ;PRINTER
0338 CMP #2 ;PROWRITER?
0339 BNE CLSX ;NO
0340 JSR PINT ;RESET PRINTER
0341 RC20 = *-2
0342 CLSX LDY #2
0343 ;
0344 ;LINK TO O.S.
0345 GOOS STX ESCF ;SAVE IOCB/NO ESC
0346 RC16 = *-2
0347 TAX ;SAVE CHAR
0348 LDA OTAB+1,Y ;VECTOR
0349 RC17 = *-2
0350 PHA
0351 LDA OTAB,Y
0352 RC18 = *-2
0353 PHA
0354 TXA ;RESTORE CHAR
0355 LDX ESCF ;RESTORE X
0356 RC19 = *-2
0357 LDY #FNCNOT ;SETUP Y
0358 RTS ;JMP VECTOR
0359 ;
0360 FNMV = *-YBAS ;MOVE LIMIT
0361 FINL = * ;NEW MEMLO
0362 .PAGE "RELOCATING LOADER"
0363 LOAD LDX #2
0364 LDY #0
0365 SEC
0366 PPLP LDA MEMLO,Y ;COMPUTE OFFSET
0367 SBC RCBS,Y
0368 STA RCBS,Y
0369 INY
0370 DEX
0371 BNE PPLP
0372 ;

```

```

0373 LDX #RCLN ;RELOC TABLE
0374 ;
0375 PPLT LDA RCBS,X ;NEXT RELOC
0376 STA ICBALZ
0377 LDA RCBS+1,X
0378 STA ICBAHZ
0379 TXA
0380 PHA ;SAVE X
0381 ;
0382 LDX #2
0383 LDY #0
0384 CLC
0385 PPLQ LDA (ICBALZ),Y
0386 ADC RCBS,Y
0387 STA (ICBALZ),Y
0388 INY
0389 DEX
0390 BNE PPLQ
0391 ;
0392 PLA
0393 TAX ;RESTORE X
0394 DEX ;NEXT RELOC
0395 DEX
0396 BNE PPLT ;YES
0397 ;
0398 LDY #MAXDEV ;LAST DEVICE
0399 LDA #'P
0400 SCAN CMP HATABS,Y ;PRINTER?
0401 BEQ CHGT ;YES
0402 DEY ;NEXT ENTRY
0403 DEY
0404 DEY
0405 BPL SCAN ;CONT IF NOT LAST
0406 ;
0407 CHGT LDA HATABS+1,Y ;O.S.
0408 STA ICBALZ ;ROM VECTOR
0409 LDA HATABS+2,Y
0410 STA ICBAHZ
0411 ;
0412 LDA RCHT ;NEW VECTOR
0413 STA HATABS+1,Y
0414 LDA RCHT+1
0415 STA HATABS+2,Y
0416 ;
0417 LDY #YSET ;SETUP TABLES
0418 MOVT LDA (ICBALZ),Y
0419 STA OTAB,Y
0420 DEY
0421 BPL MOVT
0422 ;
0423 CLC ;NEW MEMLO
0424 LDA MEMLO
0425 STA ICBALZ
0426 ADC #FINL-YBAS&#xFF
0427 STA MEMLO
0428 LDA MEMLO+1

```



```

0429 STA ICBAHZ
0430 ADC #FINL-YBAS/256
0431 STA MEMLO+1
0432 ;
0433 LDX #FNMV/256 ;PAGES
0434 LDY #0
0435 PKPK LDA YBAS,Y ;MOVE MODULE
0436 STA (ICBALZ),Y
0437 TXA ;LAST PAGE?
0438 BEQ PKPL ;YES
0439 INY
0440 BNE PKPK ;NOT END-PAGE
0441 INC PKPK+2 ;NEXT PAGE
0442 INC ICBAHZ
0443 DEX ;PAGE COUNT
0444 BNE PKPK ;NOT LAST
0445 DEY
0446 PKPL INY
0447 CPY #FNMV&#FF ;DONE?
0448 BNE PKPK ;NO
0449 ;
0450 RTS
0451 ;
0452 RCBS .WORD YBAS
0 4 5 3 . W O R D
RC01,RC02,RC03,RC04,RC05,RC06,RC07,RC08
0 4 5 4 . W O R D
RC09,RC10,RC11,RC12,RC13,RC14,RC15,RC16

```

```

0455 .WORD RC17,RC18,RC19,RC20,RCHT
0456 RCLN = *-2-RCBS
0457 RCHT .WORD HTAB
0458 ;
0459 *= INITAD ;INIT VECTOR
0460 .WORD LOAD ;FOR DOS LOAD
0461 ;

```

## CHANGES IN MEETING DATES

Due to scheduling conflicts with the City of Southfield, the meeting date for JUNE has been rescheduled. The following is a list of meeting dates for the remainder of 1984.

**\*\* June 11 MONDAY \*\***

July 17  
 August 21  
 September 18  
 October 16  
 November 20  
 December 18

**TARICON '84 - August 25 & 26**

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**IT'S COMING!**

**THE FIRST ANNUAL  
M.A.C.E.  
HARDWARE/  
SOFTWARE  
SWAP NITE**

**WHEN:** Monday, June 11, 1984

During the 2nd. half of the M.A.C.E. meeting  
(Approx. start time: 8:45 P.M.)

**WHERE:** Southfield Civic Center Pavillion

Here's how it will work:

- \* Tables will be set up around the room for display of your sale items.
- \* Bring your hardware and software, with documentation (originals only, no "pirate" copies)
- \* Tag each item with your name, address, telephone number and the price you wish to sell the item for.
- \* Make your own deals.
- \* Only members can sell items, anyone may purchase items.
- \* Swap will last one hour.
- \* Please, No M.A.C.E. software.

M.A.C.E. is allowing this Swap Nite to take place during the 2nd. half of our June meeting. M.A.C.E. is NOT responsible for, nor are we providing a guarantee for any of the merchandise that is sold. Individual M.A.C.E. members are totally responsible for the condition of the merchandise they wish to sell or trade.

Please sign up for table space early. Either leave your name in the M.A.C.E. Suggestion Box or write to Tom Sturza, M.A.C.E. Program Coordinator. Be sure to indicate that you would like "table space" for the Swap Nite.

**ARE CPM'ERS  
PRUDES?  
(AN A.M.I.S. SYSOP'S VIEW)**

By Ron Blessing

I recently read an article, in COMPUTER SHOPPER, where the author stated that there was a direct correlation between "the price of a telecommunication system and the quality of the user." We all know that an I.Q. test is not administered with the purchase of a modem, you especially know this if your a sysop. Also, if you are a frequent caller of boards, you will notice quite a few of them are going to a password system due to problems with users. I hope the password is not a sign of things to come.

There are always going to be "TWITS", as they have been aptly called, among us but in our attempts to deal with them lets not forget about the people new to telecommunications.

The Atari Message and Information System bulletin boards are among the most user friendly boards available and people still have trouble using them. Can you imagine what it is like for a new user to log on to a CPM system and be presented with "A >"? "What do I do next"?

Don't get me wrong, I would love to have a CPM system but remember your first call to a bulletin board? We ATARI users have even more of a disadvantage because, unless you have used OSA+, we haven't had any exposure to a CPM like operating system.

By now a lot of you are probably saying, "Most CPM systems have help files on line to tell you exactly what to do". This is true but even at 300 baud these files flash by fast enough to be more confusing at times than helpful and, if you capture them, a lot of them are so cryptic it is hard to understand what is being said.

So while we are rating the quality of users and adding our account numbers, passwords, etc. lets not forget about the people just starting out and accidently lock them out.

Any comments on this article can be left at:

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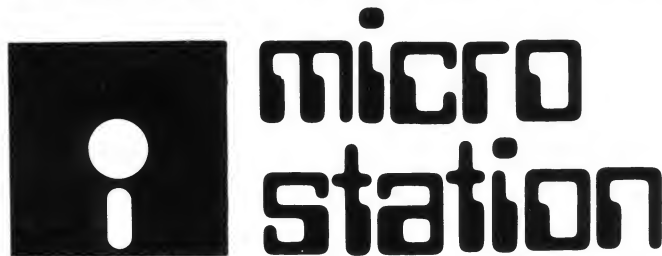
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## TYRO and POKEY PLAYER II

By John W. Lusth

Imagine a person with very little knowledge of reading, writing, or playing music who discovers Pokey Player. I was such a person and Pokey Player opened up a new and exciting world to enjoy.

I read about Pokey Player and obtained the three back issues of SOFTSIDE and began to play simple tunes with my computer.

I live 400 miles from Detroit but fortunately I was visiting relatives in Detroit when Harry Bratt and Craig Chamberlain held their Pokey Player Seminar in the fall of '83. I attended this seminar, met Craig and Harry, and obtained an updated Pokey Player II disk.

Now my education in music really began. Knowing nothing or very little about music I kept bugging my wife or friends about what did this or that little mark mean when it was next to or over some note. Eventually I received answers like I don't know or I ignore those when I play the piano. I was not satisfied with these answers.

Then in a bookstore I ran across LEARN TO READ MUSIC by Howard Shanet published by Simon and Schuster. This \$5.95 book explained many things that I knew nothing about such as how to write tremolos, trills, miniature grace-notes tied to regular notes, staccato notes with dots or wedges over them, etc. Now I could have Pokey Player play the Anvil Chorus, Saber Dance and similar tunes. I recommend this book to anyone who is as lacking in musical knowledge as I am.

I have always been facinated by ATARI SPIROGRAPH by Tom Giese in the M.A.C.E. November 1981 issue. I thought this program would be enhanced by the addition of Pokey Player II. I changed the line numbers and added it to Pokey Player (see end of article). I have a minor bug in the program. If the music portion is ahead of the graphics the first note will sound continuously until the graphics start. From that point on the program runs well. Young children are delighted with the combination of music and

the spirographic program. I like it also and I am looking for other similar programs to use with Pokey Player.

I am grateful to Harry Bratt and Craig Chamberlain for providing the means for me without musical talent or ability to listen to complex works by master composers whenever I so desire. It is amazing to enjoy tunes of my own choosing that are played with the correct timing and rhythm which would be impossible for me to do without their great program.

I am eagerly awaiting the arrival of the newly revised Pokey Player disk with its latest documentation and machine language compiler. I am now trying to learn the nuances of melody and harmony. The deeper I delve into this world of music the more I realize how much more there is to learn and enjoy. Not bad for a tyro in music.



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## ATARI SPIROGRAPH

By Tom Giese

```
38 M1=PEEK(54286):NQ=PEEK(53774)
   QC=PEEK(54272):POKE 54286,0
   :POKE 53774,0:POKE 54272,0
39 DIM S(360),C(360)
40 FOR X=0 TO 90
41 READ A:B=A*0.095:C=A*0.105
42 S(X)=B:S(180-X)=B:S(180+X)=-B
   :S(360-X)=-B
43 C(270+X)=C:C(90+X)=-C:C(90-X)=C
   :C(270-X)=-C:NEXT X
44 GRAPHICS 8+16
45 X=PEEK(560)+256*PEEK(561)
46 FOR Y=X TO X+200
47 IF PEEK(Y)=79 THEN POKE Y,78
48 IF PEEK(Y)=15 THEN POKE Y,14
49 NEXT Y
50 X=160:Y=96
51 POKE 54272,QC:POKE 53774,NQ:POKE 54286,MI
52 COLOR 125:PLOT 1,1
53 COLOR 1:C=INT(16*RND(1)):SETCOLOR 0,C,4,:SETCOLOR 1,C,6:SETCOLOR 2,C,8
54 A=100*RND(1):B=100*RND(1)
55 PLOT X,Y:FOR C=1 TO 200
56 N=N+A:IF N>360 THEN N=N-360
57 M=M+B:IF M>360 THEN M=M-360
58 O=S(N)*0.01
59 X=C(M)*O+160
60 Y=S(M)*O+96
65 DRAWTO X,Y:IF PEEK(1536) AND (PEEK(53279)=7) THEN NEXT C
70 IF PEEK(1536) THEN GOTO 52
500 DATA 0,17,34,52,69,87,104,121,139,156
510 DATA 173,190,207,224,241,258,275,292,309,325
520 DATA 342,358,374,390,406,422,438,453,469,484
530 DATA 499,515,529,544,559,573,587,601,615,629
540 DATA 642,656,669,681,694,707,719,731,743,754
550 DATA 766,777,788,798,809,819,829,838,848,857
560 DATA 866,874,882,891,898,906,913,920,927,933
570 DATA 939,945,951,956,961,965,970,974,978,981
580 DATA 984,987,990,992,994,996,997,998,999,1000
```

Submitted by  
John W. Lusth  
310 West Truman  
Newberry, MI 49868

## **AWDISK 1.2 AtariWriter Output To Disk!**

By John Navas II

AWDISK creates an AUTORUN.SYS file which will allow you to redirect AtariWriter formatted output from your printer to a disk file.

Version 1.2 gives a series of short rings of the console bell on a write error. Formerly there was no indication of a disk write error (like disk full!). If this happens, try another disk!

Version 1.2 is also self-relocating. The loader boots to \$3800 and relocates AWDISK to MEMLO, resetting MEMLO to the next available RAM location (as per standard Atari conventions).

AWDISK is a CREATOR file. When you have it stored on disk, boot up DOS with your BASIC cartridge. Type NEW, then LOAD "D:AWDISK". Put the formatted disk you want the output on in drive #1, then type RUN. An AUTORUN.SYS file will be CREated on this disk. Make sure that you have also written DOS onto this same disk. Then boot AtariWriter with this disk in drive #1. That's all there is to it!

I recommend that you try this on a new disk so that you don't wipe anything out if something goes wrong. Once you're sure that everything is working OK, you can delete AWDISK (since the AUTORUN.SYS file can be duplicated from one disk to another).

To cause AtariWriter formatted output to be redirected to a disk file, hold down either the SELECT or OPTION button while you press "P" on the main menu for printing. If you see the printer selection menu (it happens only the first time you print in an AtariWriter session), you must ALSO hold down the SELECT or OPTION button while pressing RETURN after typing the number of your choice. (If neither button is pressed, printing will go to the printer in the normal way.)

If SELECT is pressed, printer control codes will be REMOVED from the output. This can

make subsequent processing easier.

If OPTION is pressed, the printer control codes will be included in the disk file. This file will be an exact "spool" file; exact AtariWriter print formatting will be reproduced if the disk file is printed (such as by copying it to "P:" with DOS).

The disk file will always be sent to drive #1. If you gave AtariWriter a file name (with Load or Save), that same file name will be used by AWDISK with an ".AW" file name extender. If AtariWriter does not have a file name, then AWDISK will place the output under the default name "SPOOL.AW". Be careful if the file name is the same as a file currently on disk (you can check this with the Index option); if it is, the old file will be erased WITHOUT WARNING!

### **HINTS:**

To format text for uploading to CompuServe, I specify the Atari 822 (dumb) printer and press SELECT. If you set the page size to 1 line (CTRL-Y 2) and top and bottom margins (CTRL-T and CTRL-B) to zero (0), generation of blank lines (like at the end of the page) will be suppressed.

Thanks to the help of Frank Nagle, AWDISK WILL work with printer drivers for non-Atari printers (at least it works with the Prowriter driver). If you want to use such a printer driver with AWDISK, try Appending the driver to the AWDISK AUTORUN.SYS file (not the other way around) with the DOS Copy /Append option.

AWDISK also works well with some other programs, including most BASIC programs. This can be handy to redirect print output to a disk, perhaps for subsequent printing or telecommunication. Remember that SELECT or OPTION must be held down while the print file is OPENed. (Once the file is open, the button can be released.) Unfortunately, LPRINT statements OPEN and CLOSE the printer on EVERY statement, so each LPRINT will wipe out the file from the last! (In fact, AWDISK will only work with programs that open the printer ONCE. So don't use LPRINT; use OPEN "P:", and PRINT, "?" or PUT to that file number.)



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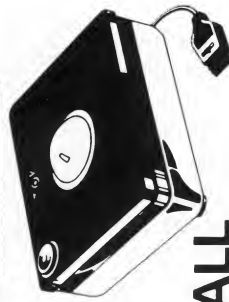
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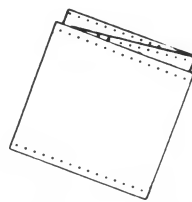


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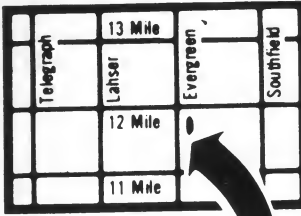


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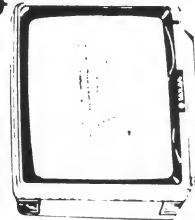


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# AWDISK Program Listing

```

610 DI,A$(100),HLD$(54),PT$(51):RES.
620 F,I=1TO54:REA,X:HLD$(I)=CHR$(X):N,I
625 F,I=1TO51:REA,X:PT$(I)=CHR$(X):N,I
630 GR,0:POK,710,0:POK,709,14:L,640,650
635 GOS,750
650 .This line will be replaced by the proper
OPEN command
655 POK,82,0:POK,83,39:?"Records left to
write: ":"POK,755,0
660 T,900:REA,A$:T,40000:?"CD;" ":
?CHR$(28);CHR$(127);CHR$(127);CHR$(
(127));CD=CD-1
670 Y=USR(ADR(HLD$))
680 N=INT((LEN(A$)+0.5)/2)
690 X=USR(ADR(PT$),ADR(A$),N)
700 G,660
750 ADDR=ADR(A$):HI=INT(ADDR/256):
LO=ADDR-(HI*256)
760 HLD$(7)=CHR$(LO):HLD$(25)=CHR$(LO):
HLD$(41)=CHR$(LO)
770 HLD$(8)=CHR$(HI):HLD$(26)=CHR$(HI)
:HLD$(42)=CHR$(HI)
780 ADDR=ADR(HLD$)+52:HI=INT(ADDR/256):
LO=ADDR-(HI*256)
790 HLD$(21)=CHR$(LO):HLD$(38)=CHR$(LO)
800 HLD$(22)=CHR$(HI):HLD$(39)=CHR$(HI)
810 RET.
900 CL, #1:?"Done,":?"?:?"?:?"?:?"
909 POK,755,2:END
910 D,104,162,0,160,0,189,2,1,201,64,
48,3
920 D,24,105,9,10,10,10,10,141,4,3
,232,189
930 D,2,1,201,64,48,3,24,105,9,41,15,24
940 D,109,4,3,153,2,1,200,192,50,208,1
,96
950 D,232,184,80,209,0,0
960 D,104,104,133,207,104,133,206,104,
104,133,204,169,0,133,205,162,16,169
,11,157,66,3,169,0,157
970 D,72,3,157,73,3,164,205,177,206,32
,86,228,132,195,16,1,96,230,205,165
,205,197,204,208,223,96

```

```

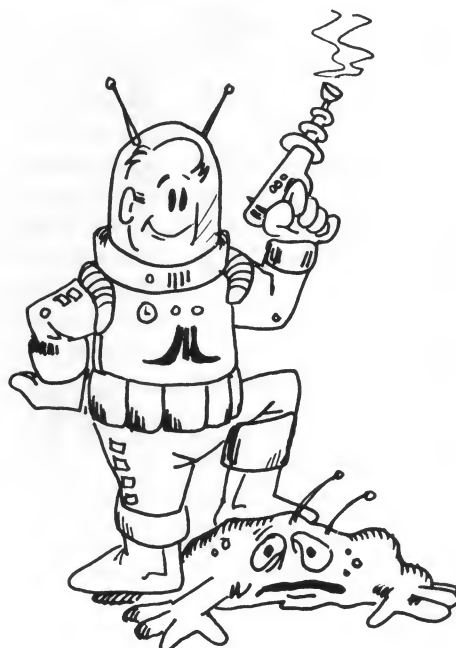
600 ..AWDISK allows redirection of
601 ..AtariWriter formatted output
602 ..from your printer to a disk
603 ..file. V 1.2 signals you if
604 ..there are any disk errors.
605 ..
606 ..
607 ..
608 ..

```

```

609 ..
640 ..AWDISK (C)1984 JOHN NAVAS II
644 ..
1010 D,FFFF183813392638E738913892389138
9138000000A00CA9088D1FD0AD1FD04A
4A6A6A49C08D2438F0488A48A000B91906C9
1020 D, 30900CC95BB008991639C8C00890ED9
8D00BB90939991639C8C00590F5A200BD0E39
991639E8C8E00490F468AAA001E8B912
1030 D, 399924009D4403CA8810F3E8A00098
1869068D253820EF38AE26389860AC2538C0
0CB01A2C243830152C26383006C91BD008
1040 D, A0808C2638A00160C92090F920EF389
8102448A90348A010A27F8E1FD08E0AD4CA10
F78810F2A514690FC514D0FC68A88898
1050 D, D0E168A8AE2638BD420385229860A
C2538888888888E26388521B9013848B9003
848A421A90185219D410398A0926053504F
1060 D, 4F4C2E41579B14391439F839443AA2
02A00038B9E702F9BD3999BD39C8CAD0F3A2
38BDBD398524BDBE3985258A48A202A000
1070 D, 18B12479BD399124C8CAD0F568
AACACAD0DEA217A950209739ADF739991B
03ADF839991C03A94420973918ADE702
85246922
1080 D, 8DE702ADE802852569018DE802A201A
000B9003891248AF00CC8D0F5EE7F39E625
CAD0ED88C8C016D0E760A021D91A03F005
1090 D, 88888810F69848B91B038524B91C03
8525A00BB1249D0038CA8810F768A860003
818381A381E3838384C3857385A38643867
1100 D, 38753889388C388F3894389B38A0
38AB38B538DF38E938F038F538F93812391
C3820382238F7391838E202E3021639E002E1
1110 D, 02BC39
650 O, #1,8,0,"D1:AUTORUN.SYS"
651 CD=11

```





## PLATO'S CORNER

First, I should explain that disk drive problems kept me from writing an article for last month's issue. It seems my trusty Atari 1050 drive came up with an incurable disease that even three trips to the service shop couldn't correct. All is now well and we are back at the keyboard typing out this month's Plato's Corner.

One of the most fascinating aspects of the computer is it's ability to create a simulation of real life situations. These simulations may range from flight simulators to adventure games. Just the idea of being able to escape from this world and enter another fabricated to one's particular fantasy conjures up infinite possibilities.

The computer seems to be ideally suited for creating such simulations. Up until now many of the simulations created have been to a certain degree limited in their scope. What we really needed was one of today's programming master to come up with a scenario of epic proportions that would captivated the imagination of all.

Well the master is Atari's Chris Crawford and the scenario is Camelot in the age of Arthur. Carefully blend the perfect proportions of economics, politics, strategy, wits and intuition and you have the makings of what may be the most engrossing simulation ever written for an eight-bit micro.

I have to state right from the beginning that this program is a masterpiece! Anyone who yearns to escape to the world of Camelot and test his wits with those of the other kings of England, to ride forth from his castle in shining armor to do battle in the name of chivalry and to see if possibly he has the makings of a monarch need only try EXCALIBUR.

But first I must warn you, once you enter this world you may find leaving it more difficult than you ever imagined. This is not a simple game with a fixed set of rules, Crawford and his friends have attempted to incorporate artificial intelligence routines into the program that will make you believe that this is actually the real thing. You actually are Arthur sitting in your throne room listening to reports of the activities of the other kings. Consult with the wizard Merlin, make decisions on the economics, taxes and building of armies for the defense of your land, determine which of your knights you should trust with power, which you should banish, which king you should give tribute to, which you should attack.

To help you better understand the rich and complex world of Arthur a complete novel was written for Excalibur and included with the documentation. If you expect to survive in the world created by Excalibur I suggest you read the novel (only 63 pages) at least once. What is so fascinating about this program is that you make decisions based on judgement not on a fixed set of rules. Just learning the different personalities and tactics of all the different kings will keep you busy for many an hour, not to mention many trips for you (Arthur) to the hereafter.

Don't expect to play out this scenario in a matter of a few minutes or in most cases a few hours. Excalibur may run for many hours and the sequence is always different. Games may be save at almost any time (except during battles) so that you may return at a latter date to pick up the saga where you left off. Sometimes it's good save your game as you progress so if you are suddenly attacked and defeated your previous feats of chivalry will not be lost.

This game is so addicting that may even want to start an Excalibur special interest group to share your experiences.

What are the educational values of such a program? Well, let's think about that for a second. The world that Chris Crawford creates isn't all that different from the real world. Every day we are asked to make decisions on economics, politics, diplomacy, search for loyal friends, and strive for that particular goal. To test yourself and sharpen your wits



against the forgiving computer could prove to be a valuable exercise. I won't try to list all the justifications for playing Excalibur, let's just say that most will find the Experience unique and incredibly engrossing.

Excalibur is available through the Atari Program Exchange and requires a disk drive.

See you next month, as always thank you for your calls and letters.

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## The Unofficial I HATE COMPUTERS Book

By Rich Tennant & John Barry

Reviewed by Nancy Lechkun

Has the army drafted your long-deceased uncle for the third time this year? Does the phone company insist you owe them for 23 calls to Kuala Lumpur last month? Are you a lonely computer widow? Well, my husband is president of MACE. You can see why I liked this book. I'm so sick of computers!

This book contains 76 pages of amusing illustrations by Mr. Tennant of tattered terminals, mauled mainframes, chopped chips, and pulverized peripherals. The subject seems to resemble an earlier bestseller, "100 Things to do with a Dead Cat." You'll see our favorites elsewhere in this issue of the JOURNAL.

The book is published by Hayden Book Company and lists for \$4.95. And believe me, it's worth every cent! "No self-respecting computer hater should be without it!"

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## HAPPY BIRTHDAY MACE

By B.J. Franczyk

About six months ago, I was involved in a conversation with a gentleman that I truly respect in the medical profession. The topic of conversation was personal computers and he told me of the great deal he had gotten on his. The salesman was good, the price was right and he was delighted. At that time he had not had it long enough to know all about it but it was obvious he was thrilled to own it. Being the proud owner of an 800 and a member in M.A.C.E. silently I had hoped he had not made a mistake and that he would be as excited about this deal later on.

Well time passed and we spoke again. Anxious to hear of his progress I asked him about his computer. The enthusiasm had left and frustration had set in. He was obviously lost in the jungle of computing and felt very alone. I explained everyone experiences that rotten feeling and suggested he join a user group. This is when reality hit me. He told me that his nearest user group was in Flint. This Doctor lives in Grosse Pointe. While I felt extremely sorry for him, my thoughts turned to M.A.C.E.

I had always liked M.A.C.E. but my feelings quickly turned to love. I started to think where would I be without this club and I knew in an instant that M.A.C.E. must be preserved at all costs. I now can see the wisdom of the gentlemen who pioneered this organization; I greatly respect the old timers who are still here making sure that M.A.C.E. continues to grow and live in the right spirit; I am impressed with all of the volunteers and the contributions which make this club exceptional; and I will always be grateful that M.A.C.E. was around when I was a Rookie.

Everyone knows that M.A.C.E. stands for Michigan Atari Computer Enthusiasts. But did you know this club is the largest and best user group in the world? Did you know that we have members in foreign countries making M.A.C.E. "International"? Did you know that we have sister user groups throughout the nation with whom we exchange information and they help to form our network of strength?

Did you know that we have the largest Disk Library in the world? And aren't you proud to be a member?

So Happy Birthday M.A.C.E.!!!! May you continue to grow and prosper in the spirit of love and joy throughout the world. May you be supported in your efforts to educate and continue to lead your faithful members on the path of intelligent computing. May you always help to eliminate the frustrations of learning. And may you be around to celebrate many many more Happy Birthdays!!!

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## HEARD JUST OFF THE STREET...

By A. Foster Winens

Yes, folks, the Warner Communications rumor mill is running rampant again! It seems their Atari division is about to lay full claim to the home computer market. How, might you say? By the introduction of the Atari 1450XLD computer. While being viewed in various prototype models, the version to be released sometime this year will feature everything the home computer enthusiast could need. Built in voice synthesis is included, using the newest Votrax chip. A built-in 300 baud modem will be included, as well. Plus it can be upgraded to 1200 baud. A **TRUE** double density-double sided disk drive will be provided, with option for adding another in the unit as well. Many other goodies will also be unveiled at the upcoming CES convention to be held the first week of June. Be sure to watch this column for further details!

Aren't you glad this isn't the April fools edition? Remember, you heard this **JUST OFF THE STREET...**

A MACE Editorial  
by Moe Demming

Got our March copies of HI-RES magazine a couple of weeks ago. And upon viewing the cover, my heart almost stopped. A gulp was forming in my throat. Was it the picture of the absolutely gorgeous brunette, delicately caressing a joystick while she almost fit into her bathing suit, that caused heart palpitations? While I must confess that did arouse my delight (my wife says the guy sitting with her ain't all that bad, either). What caused me pain was the four little words at the bottom of the cover page:

Next Issue: Commodore, Too!

I have three little words to answer that:

WHAT A SELLOUT!

Now I'm in for it. I know I'll hear it from all of our Commodore friends. But before I lose you all, let me defend myself. Issue #1 of HI-RES started out as an Atari VCS and Computer magazine. Owning both systems, I found it refreshing that someone dealt with the VCS in an intelligent manner, not treating it in a childish way. Issue #2 arrived with more computer less VCS. The computer articles were interesting, and provided another published viewpoint about Atari to add to the list of Antic, Analog, Creative Computing, Compute! etc, etc.

Issue #3 arrives with nary a VCS article. But lots of build up to their new (and uninvited) guest. Issue #5 will carry Atari & Commodore side by side. Issue #6 should see the gradual phase out of Atari, followed by the introduction of the PC (senior and junior). Issue #25 will see the gathering of all major computers at that time being produced. In a magazine that boasts about 75 pages, that will leave about one page for every computer.

What's the point of this (semi-) tirade? Well, I suppose that if it had started out as an all Commodore magazine, added ATARI, and I had a Vic, I'd feel the same way now. If you've devoted yourself to a single computer line, why dilute your talents? Simple. The front office says "SELL MORE MAGS! MAKE MORE

\$MONEY\$!" To hell with all the computer owners out there! Who cares if they READ the magazine, just as long as they BUY it.

While it is true that "both manufacturers continue to produce computer systems that merit the finest coverage and support," if the impact of the Commodore line truly could not be ignored (which it can't) as publisher Anthony J. Nicholson states in issue #3's editorial page, then why not start out a new publication? I'm sure it would be welcomed in the Commodore community, which seems to be starved for a good voice at this time. Compute! found a way out by expanding into a separate magazine and not diluting its pages.

Maybe if HI-RES sells a million copies of their next issue, they'd consider the same. Looks like, "sorry, Atari" all over again.

If you own an ATARI or a Commodore product, then write Mr Nicholson and his staff and let them know you'd like to see individual versions of HI-RES, rather than combined issues. Separate is better! Their address is:

HI-RES Magazine  
933 Lee Road  
Suite 325  
Orlando, FL 32810

or call them at (305) 629-4567

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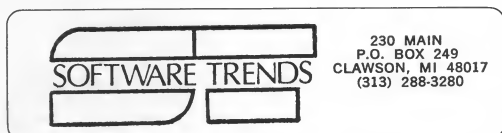
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Atari HELP

Got a problem and need some help? Are you unsure about that new Sinclair emulator program you just wrote and have a programming question? Do you have a question about an ATARI product or service? Well, as that now-famous local TV car huckster says, "just pick up the phone and call the magic number..."

The above number is the ATARI HELP LINE. It is a toll free number from anywhere in the USA (except California--they have their own number). It is the first such service offered by ANY home computer firm. Keep in mind that the number is in California, and to call later in the day. They're even available when you get home from work! Because this is the only number nationwide, it's going to be busy a lot. But keep trying--you will get thru eventually.

In calling the number it took me four tries to get through. On the fourth try, I was greeted by an operator named Linda. She was very polite, and answered all my questions to my satisfaction. Where there was a question she wasn't sure of the answer, she took the time to check and make sure the information was correct.

When asked about the HELP service, she stated that the HELP line was really an "anything you ever wanted to know about Atari" line. The most unusual call ever received? "It was from an engineer who couldn't get his VCS to power up. We tried everything I could think of, and he kept insisting that he was an intellegent person and knew what he was doing. Finally," she said, "I asked him if the outlet he used had a switch in-line. Things were quiet at the other end of the line, and then he came back and apologised profusely."



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## ZENITH ZVM-122 AMBER MONITOR

A Review by Joe Prahler

A couple of months ago, I became rather tired of typing large articles for my wife using Atariwriter and a RCA 19 inch color TV with poor convergence. (convergence is a term that describes how well the three, red, green, and blue color electron beams come together in your TV to make white.) Letters in the corners have either red or blue fringes around them, making it difficult and hard to see if that was a zero or an O, or a one or a L.

I came across an ad for the newly moved Heathkit store, listing an Amber monitor, by Zenith. This is a 12 inch amber monitor that you can attach to the five pin DIN plug on the side of the Atari 800.

The monitor weighs about 10 pounds or so. There are controls on the front panel, under a little door, for contrast, black level(brightness), vertical size, vertical hold and horizontal hold. The back has a 40/80 column switch and a vernier width control. Power is a push on-off switch on the front panel, along with a little red light to tell you it's on, in case the brightness is turned down or your computer is off.

I had previously made up a cable, using a 6 foot patch cord that I cut in half and a five pin Din plug that I purchased at Radio Shack.

Results were amazing (compared to the old RCA). I can now type a lot longer, without as much eye strain and I now make fewer mistakes.

As far as performance goes, the linearity is very good. I suspect the yoke deflection magnets that control the centering could use a little touching up, as the picture is not exactly centered when the 80/40 column switch is thrown to the 80 column position. I also noticed that the width control on the back panel does not seem to have much effect in the 40 column position. It does work well in the 80 column position; you can even leave the switch in 80 column mode and expand the width to fill the screen with 40 column input from an Atari 800.

I am very well pleased with this purchase and highly recommend this unit. The only problem it leaves me with is no sound, but that's easily taken care of, as I have both the Zenith and RCA hooked up and can use either or both, just by turning on power switches.

## IT'S COMING!

### THE FIRST M.A.C.E. HARDWARE/SOFTWARE SWAP NITE

**WHEN:** Monday, June 11, 1984, during the second half of our June M.A.C.E. meeting (Approximate starting time: 8:45 P.M.)

**WHERE:** Southfield Civic Center Pavillion

Here's how it will work:

- \* Tables will be set up around the room for display of your sale items.
- \* Bring your hardware and software, with documentation (originals only, absolutely no "pirate" or "archival" copies)
- \* Tag each item with your name, address, telephone number and the price you wish to sell the item for.
- \* Make your own deals.
- \* Only members can sell items, anyone may purchase items.
- \* Swap will last one hour.
- \* Please, no MACE software.

M.A.C.E. is allowing this Swap Nite to take place during the second half of our meeting. M.A.C.E. is NOT responsible for, nor are we providing a guarantee for any of the merchandise that is sold. Let the buyer beware! Individual M.A.C.E. members are totally responsible for the condition of the merchandise they wish to sell or trade.

Please sign up for table space early! Either leave your name in the M.A.C.E. Suggestion Box or write to Tom Sturza, M.A.C.E. Program Coordinator. Be sure to indicate that you would like "table space" for the Swap Nite.

**M. A. C. E.**

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**NEXT MEETING: 6/11/84; 7:00 PM**

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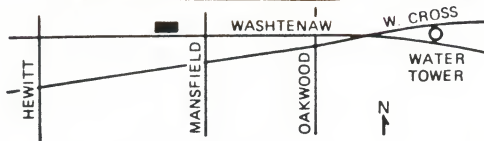


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